

# SONIC

## THE COMIC

SPECIAL  
**3RD**  
BIRTHDAY ISSUE!

# FREE SPINNER!

FREE GIFT MISSING?  
ALERT YOUR  
NEWSAGENT  
NOW!



# EARTHWORM JIM 2 Q ZONE!

# SEGA WORLD NEWS!

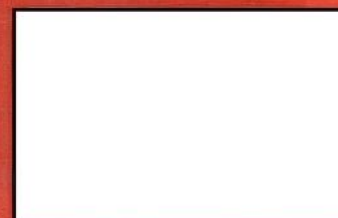


# TRIPLE TREAT!

**3**  
NEW  
STORIES

# MIRACLE PLANET! REVOLUTION! GROUNDED!

# WIN! 80 SEGA T-SHIRTS UP FOR GRABS!





YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

# CONTROL ZONE

Hey, Boomers!

Way to go! Three whole years of suffering the humes-who-think-they're-in-charge have paid off! It does my pleasure circuits the power of good to tell you that the UK's official Sega-powered comic has reached its triple birthday issue (stirring round of applause!).

I'm glad I installed my heavy-duty batteries, 'cos not only is there a fabulous free gift - the super Sonic Spinner on the front cover - but there are three new stories...

Sonic stars in Return to the Miracle Planet and Revolution, and there's even a treat for Tails fans in a complete new story, called Grounded. Alas, the Ghost Ship sails into the sunset with the final episode (let STC know if you want to see more of Captain Plunder).

There's also a Sega compo where you could win one of 80 T-shirt's, plus there's news on Segaworld... and just in case you missed the launch, there's a chance to scope out the Sega Saturn game True Pinball in the Review Zone. All this, and of course, the regular Q Zone wriggles your way in the form of Earthworm Jim 2.

Gotta go now, those lazy humes want more crispy bits and squash! I'd just like to say a mega-huge thank you to the Boomers who have stuck with STC since the onset, and to those who have joined along the way. Believe me, you ain't seen nothing yet!

Megadroid

## ALL CHANGE!

STC on sale Wednesdays!

So much for the old hume saying about Wednesdays being full of woe! As from 12 June, Wednesdays are going to be a lot brighter. As from the next issue (STC 80), Sonic and co will be available in the shops every alternate Wednesday (not Saturday).

Could this be a ploy by Doctor Robotnik to try and baffle you Boomers? Don't be foiled, make a note in your calendars and choose Wednesdays as your fave day of the week (fortnight!).



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## SEGA

COMPILED BY  
CHART TRACK

↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 NEW TOY STORY
- 2 ↓ FIFA SOCCER '96
- 3 ↓ SONIC AND KNUCKLES
- 4 ● SONIC THE HEDGEHOG 2
- 5 ↑ ECCO 2: THE TIDES OF TIME
- 6 ↓ MICKEY MANIA
- 7 ↓ TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ MICRO MACHINES '96
- 9 ● PSYCHO PINBALL
- 10 RE PGA TOUR GOLF '96

### SATURN

- 1 NEW WIPE OUT
- 2 ↑ VIRTUA COP
- 3 NEW MAGIC CARPET
- 4 ↓ SEGA RALLY
- 5 ● VIRTUA FIGHTER 2
- 6 ↓ FIFA SOCCER '96
- 7 ↓ D
- 8 ↓ WORMS
- 9 ↑ FIRESTORM: THUNDERHAWK 2
- 10 ↓ F1 CHALLENGE

### MEGA-CD

- 1 ● EARTHWORM JIM
- 2 ● SOULSTAR
- 3 ● B.C. RACERS
- 4 ● BRUTAL: PAWS OF FURY
- 5 ↑ ETERNAL CHAMPIONS
- 6 ↓ WORLD CUP USA '94
- 7 ● SNATCHER
- 8 RE TOMCAT ALLEY
- 9 RE JAGUAR XJ220
- 10 RE SILPHEED

### GAME GEAR

- 1 ● SONIC CHAOS
- 2 ● TAZ-MANIA: ESCAPE FROM MARS
- 3 ↓ SONIC THE HEDGEHOG 2
- 4 RE FIFA SOCCER '96
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE REN AND STIMPY
- 7 ↓ SONIC THE HEDGEHOG
- 8 ↓ THE LION KING
- 9 ↓ MORTAL KOMBAT 2
- 10 RE DYNAMITE HEADDY

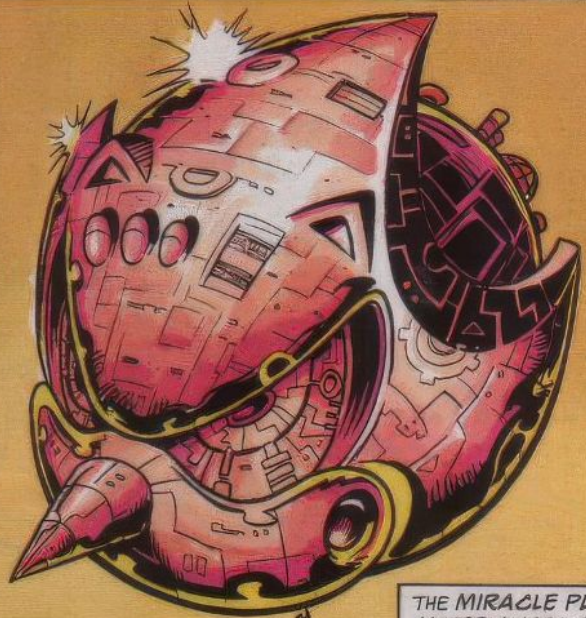


# SONIC THE HEDGEHOG™

## Return to the Miracle Planet

Script: NIGEL KITCHING Art: ROB CORONA  
Colouring: STEVE WHITE Lettering: ELLIE DE'VILLE

COMPLETE  
STORY



THE MIRACLE PLANET  
MATERIALISES OVER  
MOBIUS ONCE A MONTH.

ONCE FERTILE AND GREEN,  
IT NOW BEARS THE SCARS  
OF THE BROTHERHOOD  
OF METALLIX.

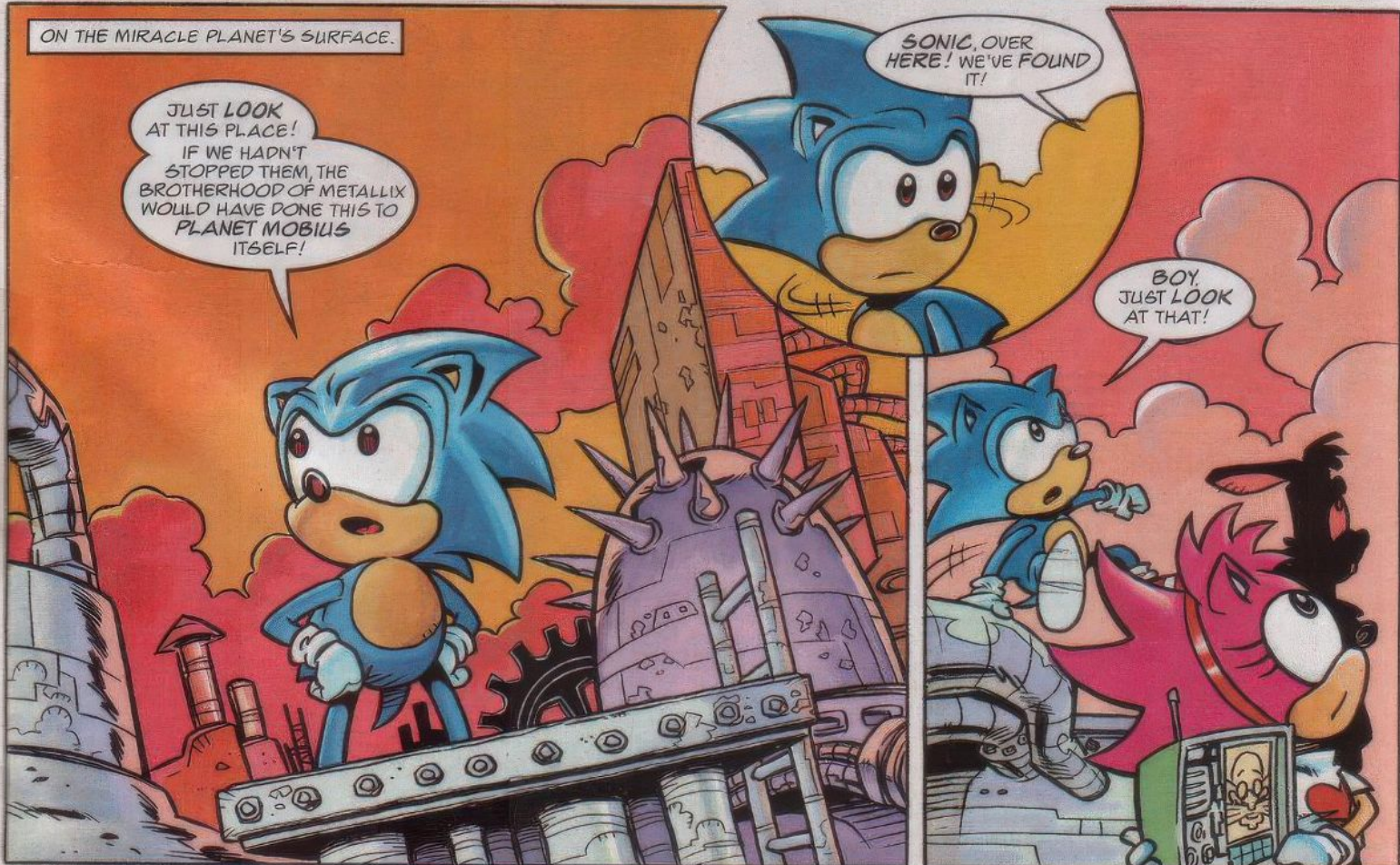
THIS IS THE MIRACLE PLANET'S  
FIRST APPEARANCE SINCE THE  
METALLIXES WERE DESTROYED.

ON THE MIRACLE PLANET'S SURFACE.

JUST LOOK  
AT THIS PLACE!  
IF WE HADN'T  
STOPPED THEM, THE  
BROTHERHOOD OF METALLIX  
WOULD HAVE DONE THIS TO  
PLANET MOBIUS  
ITSELF!

SONIC, OVER  
HERE! WE'VE FOUND  
IT!

BOY,  
JUST LOOK  
AT THAT!







KINTOBOR, ARE YOU SURE THIS IS THE ALPHA DEVICE? THE LAST TIME I SAW IT, IT WAS THE SIZE OF A STAFF!

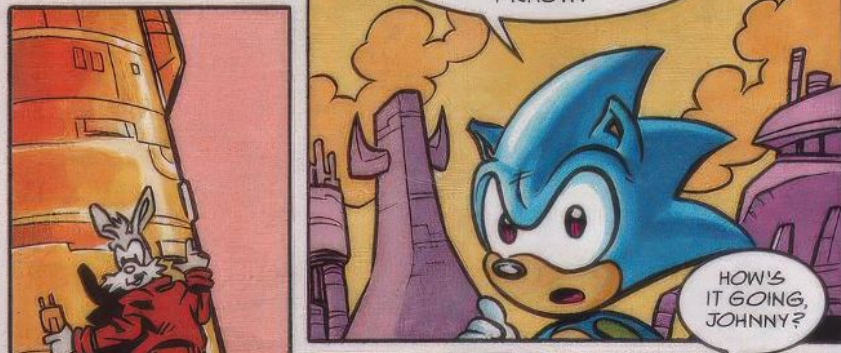
I'M POSITIVE. THIS DEVICE HAD ENOUGH POWER TO CHANGE AN ENTIRE PLANET... I GUESS IT WAS NO PROBLEM FOR IT TO CHANGE ITSELF TOO!

THIS WILL NEVER WORK, AMY!

OF COURSE IT WILL! RIGHT, KINTOBOR?



YOU THINK YOU CAN MAKE THE ALPHA DEVICE RUN BACKWARDS AND UNDO ALL THIS STUFF... I'M NOT STUPID, Y'KNOW!

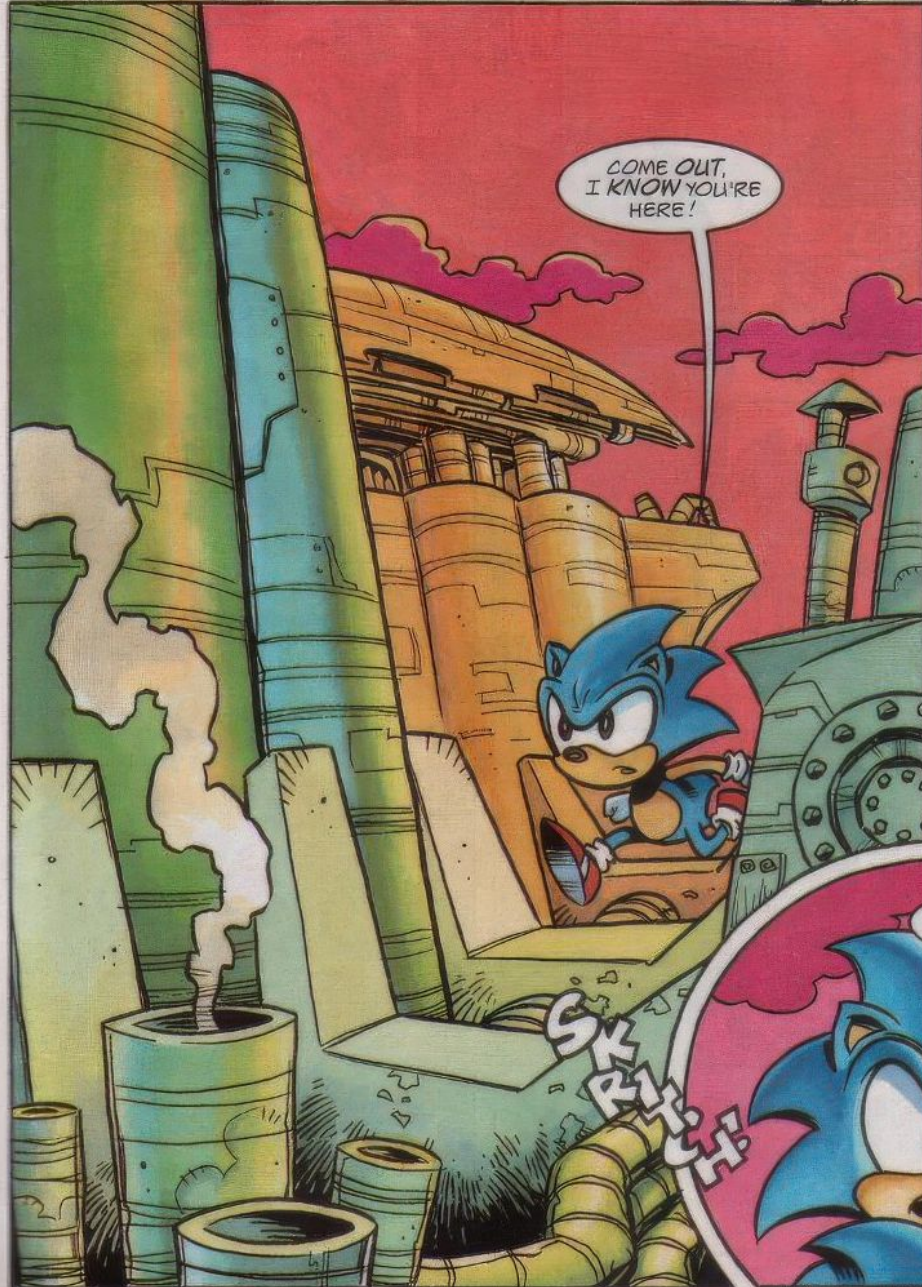


WON'T BE LONG... I'M JUST HAVING TROUBLE FINDING A CONNECTION FOR THIS FEEDBACK CABLE...

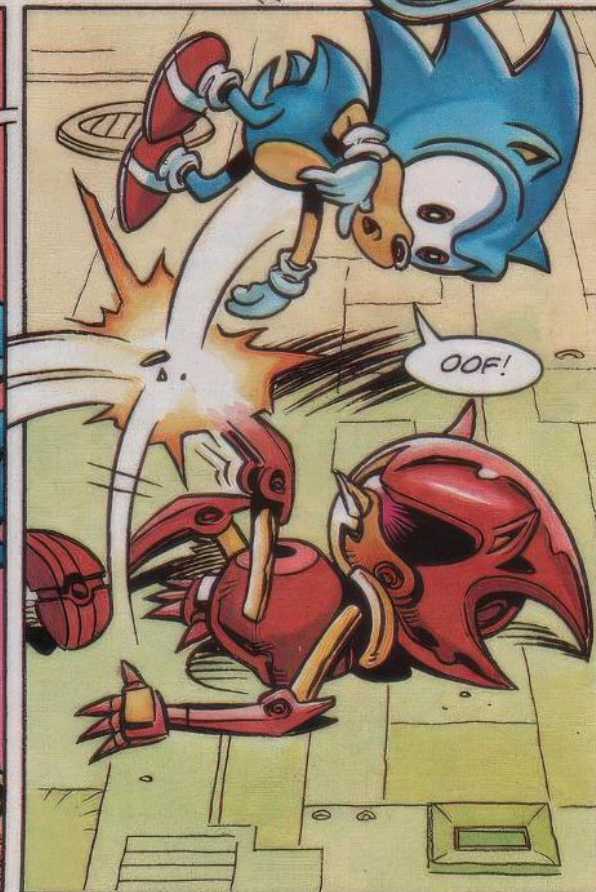
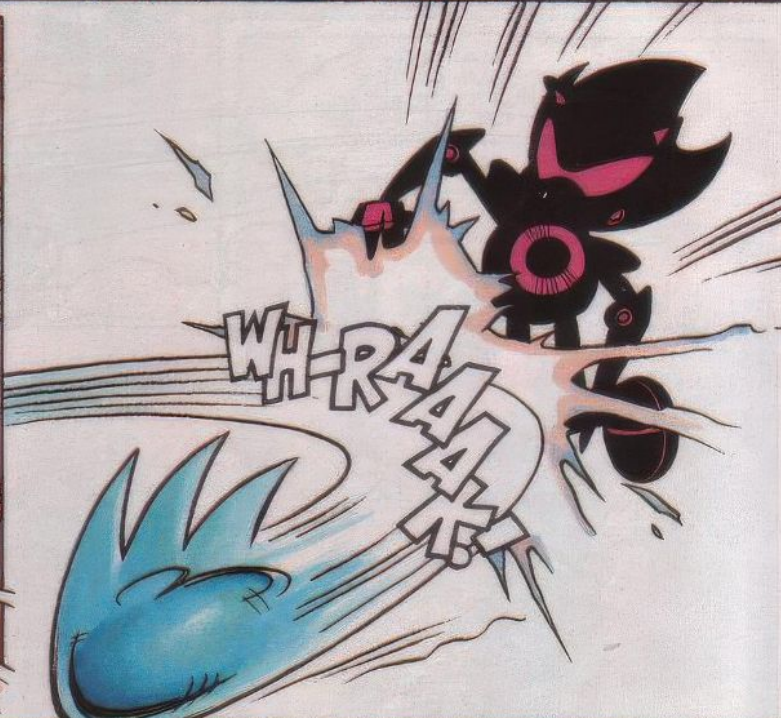
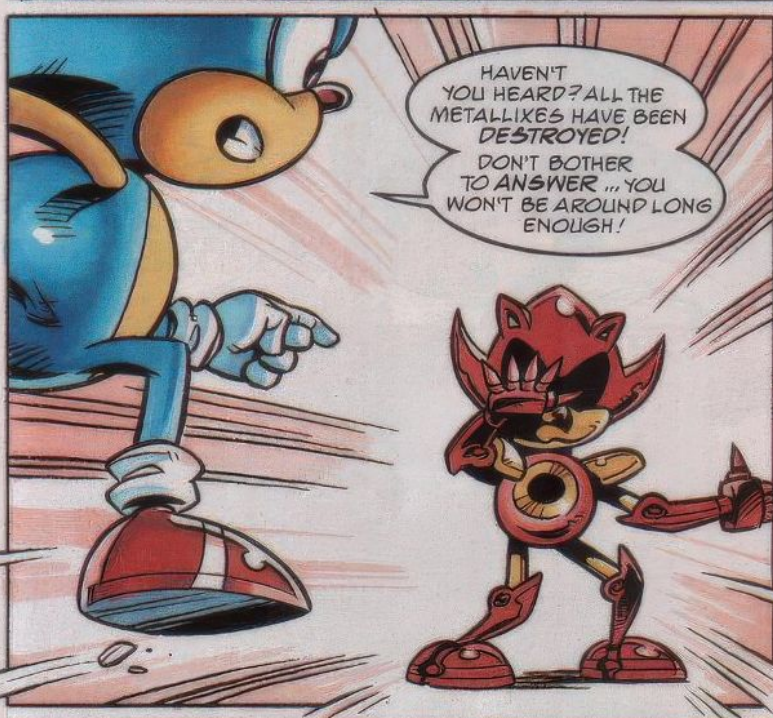


HEY, THAT SHADOW! SOMETHING'S MOVING OVER THERE!

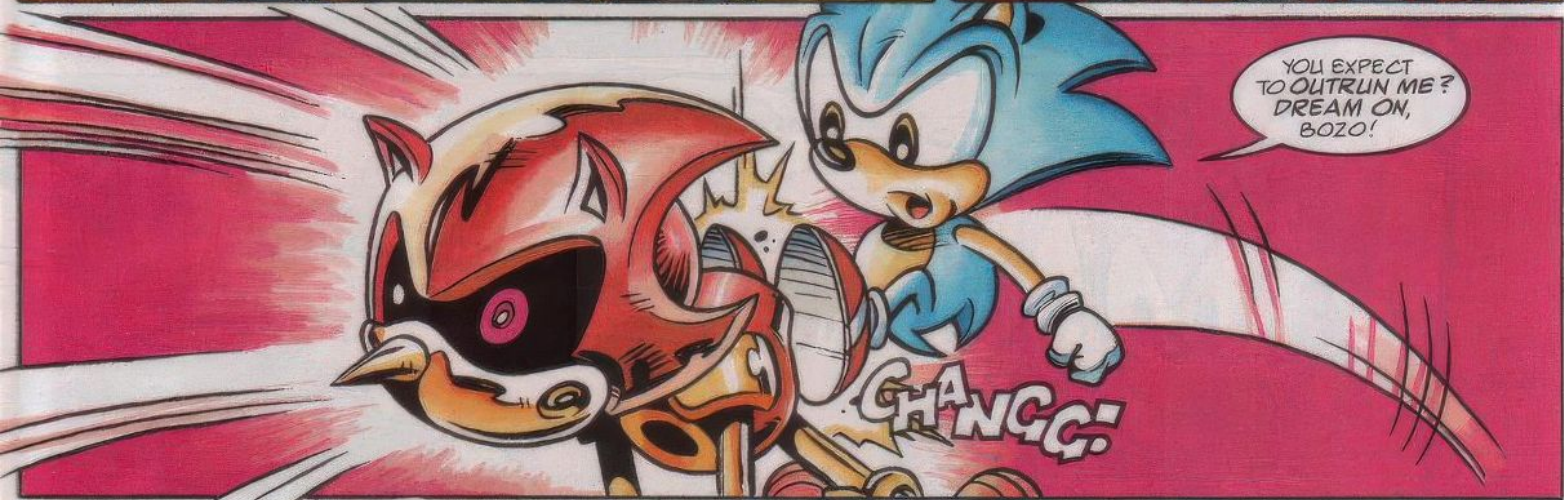
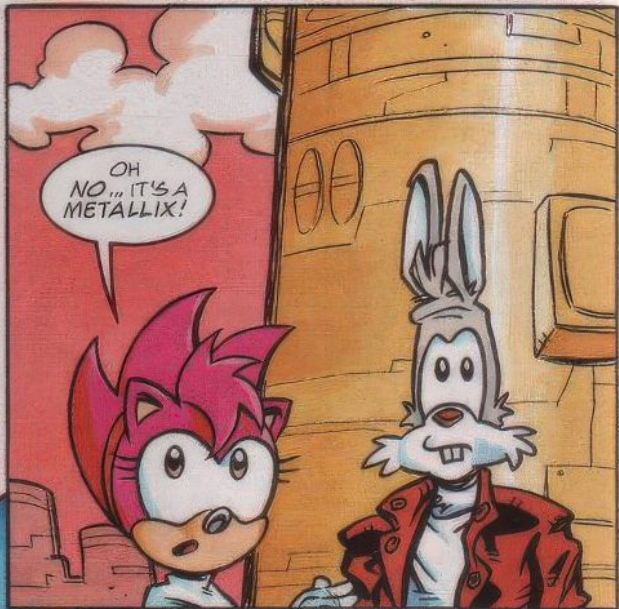
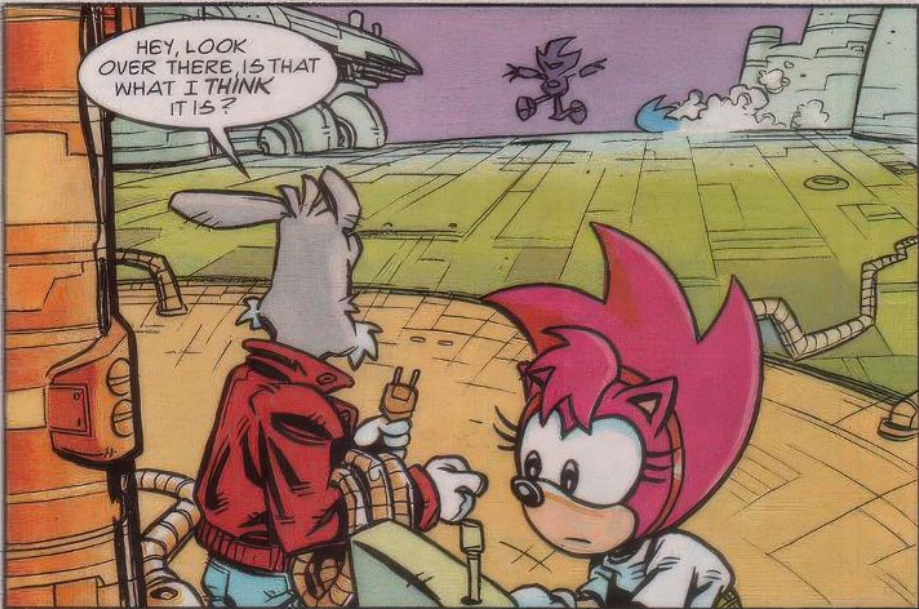




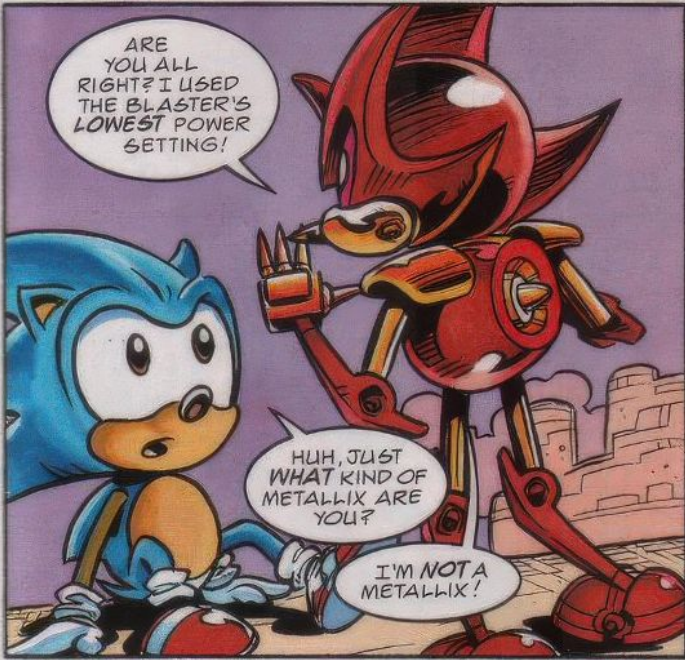














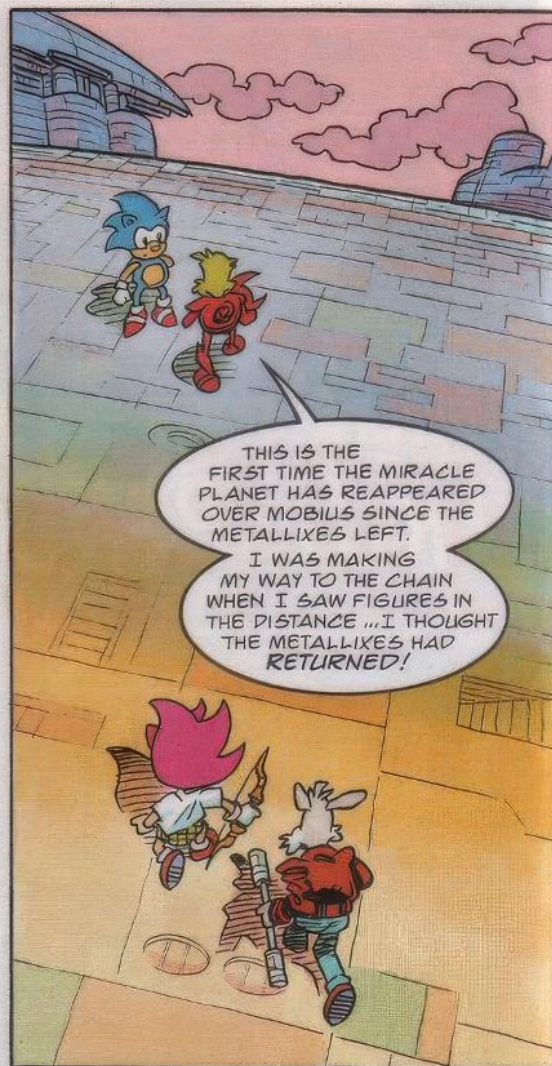


YOU WERE SAYING?...

ER YES. I WAS CAPTURED BY THE METALLIXES... FOR EXPERIMENTATION THEY SAID



I ESCAPED FROM MY CELL, BUT THERE WAS NO WAY I COULD GET OFF THE PLANET. SO I DISGUISED MYSELF AS A METALLIX, USING PARTS I STOLE FROM THEIR ASSEMBLY LINE.



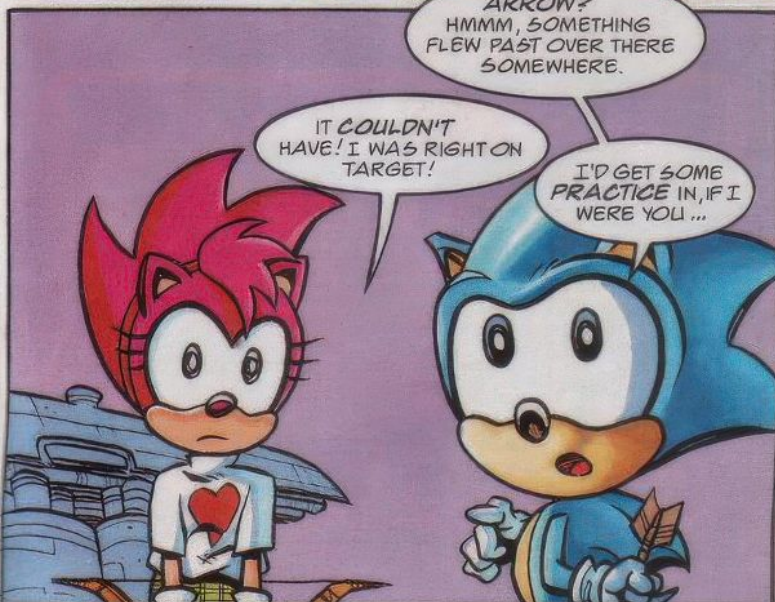
THIS IS THE FIRST TIME THE MIRACLE PLANET HAS REAPPEARED OVER MOBIUS SINCE THE METALLIXES LEFT. I WAS MAKING MY WAY TO THE CHAIN WHEN I SAW FIGURES IN THE DISTANCE... I THOUGHT THE METALLIXES HAD RETURNED!



SO YOU RAN FOR YOUR DISGUISE...

HEY, WHAT'S GOING ON?

WHAT HAPPENED TO MY ARROW?



ARROW? HMMM, SOMETHING FLEW PAST OVER THERE SOMEWHERE.

IT COULDN'T HAVE! I WAS RIGHT ON TARGET!

I'D GET SOME PRACTICE IN, IF I WERE YOU...



LET'S GET OUT OF HERE! IT'LL TAKE AT LEAST A MONTH BEFORE THE ALPHA DEVICE CAN PUT THIS PLANET BACK TO RIGHTS!

I DON'T UNDERSTAND... I COULDN'T HAVE MISSED!

NEXT ISSUE: SUPER SONIC'S BACK!



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALsville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## TRUE PINBALL

Reviewed by David Gibbon



GAME TYPE: PLATFORM  
PLAYERS: 1-8

PUBLISHER: OCEAN  
PRICE: £44.99

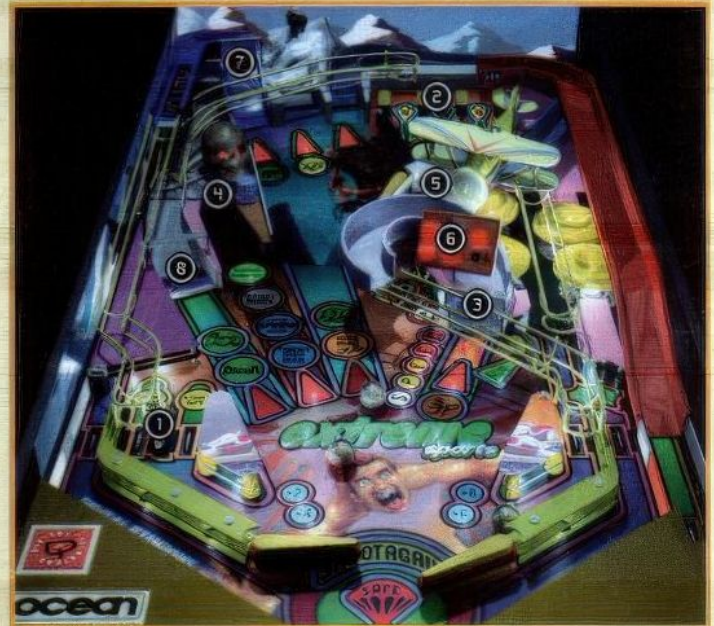
RELEASE DATE: MAY  
AGE RANGE: 8+

You'll either love Pinball or hate it, but for all those who experienced playing *Psycho Pinball* on the Mega Drive, you'll know how addictive and fun it really can be.



Unlike most other pinball games, *True Pinball* for the Saturn is different in that it's played using either a 2D or 3D perspective. Graphically superb, using 32,000 colours, the game has four

different tables, which range from Law 'N' Justice through to Extreme Sports, as well as dozens of sub games such as casinos,



gyms and shooting ranges. Each table can be tilted through a number of 3D angles, offering increased playability and gameplay.

With up to eight people playing and up to 10 balls on the table at any time, *True Pinball* is a game that offers so much excitement and fun that you'll still be going back to play it in six months time!

### FINAL COUNTDOWN

#### RAVES

Fast, addictive and exciting with excellent graphics.



GRAPHICS 90

SOUND 82

#### GRAVES

Pinball may not be everyone's ball game!



PLAYABILITY 85

OVERALL 86





THE POWER OF THE SACRED IDOL HAS TRANSPORTED KNUCKLES BACK TO THE SHIP OF THE THREE EVIL TANTAROR.

HIS PLANS TO RESCUE THE PRISONERS ON BOARD HAVE ALREADY GONE WRONG!

RETURN TO US THE IDOL OF TANTARAGOR.

YOU'VE DOOMED YOURSELF TRYING TO RESCUE US, FRIEND.

YOU CAN'T BEGIN TO IMAGINE THE POWER OF THESE CREATURES!

I KNOW... I'VE SEEN WHAT THESE MONSTERS ARE CAPABLE OF!

I REALISE HOW SLIM MY CHANCES ARE AGAINST THEM...

**KNUCKLES**

The **GHOST SHIP**



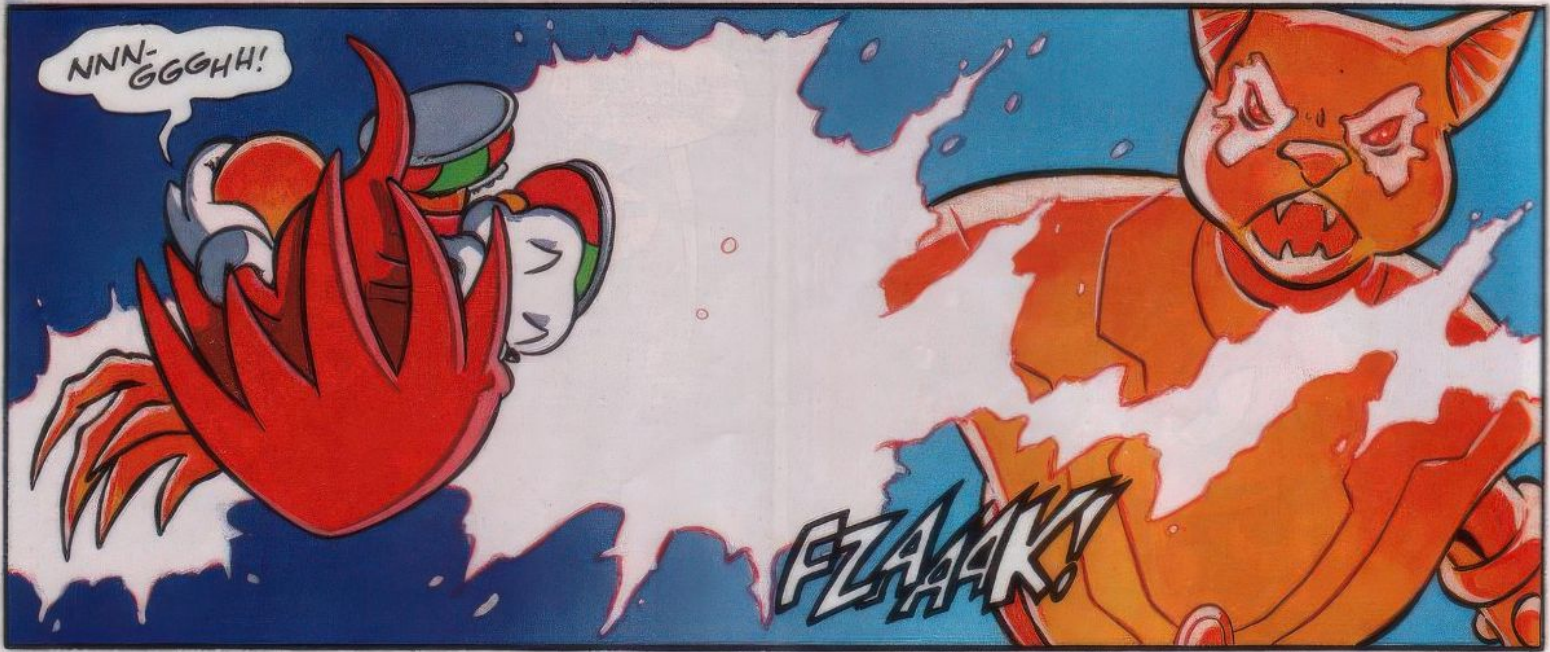
Script: NIGEL KITCHING  
Art: NIGEL DORRIN  
Lettering: ELITIA FELL

Part 6

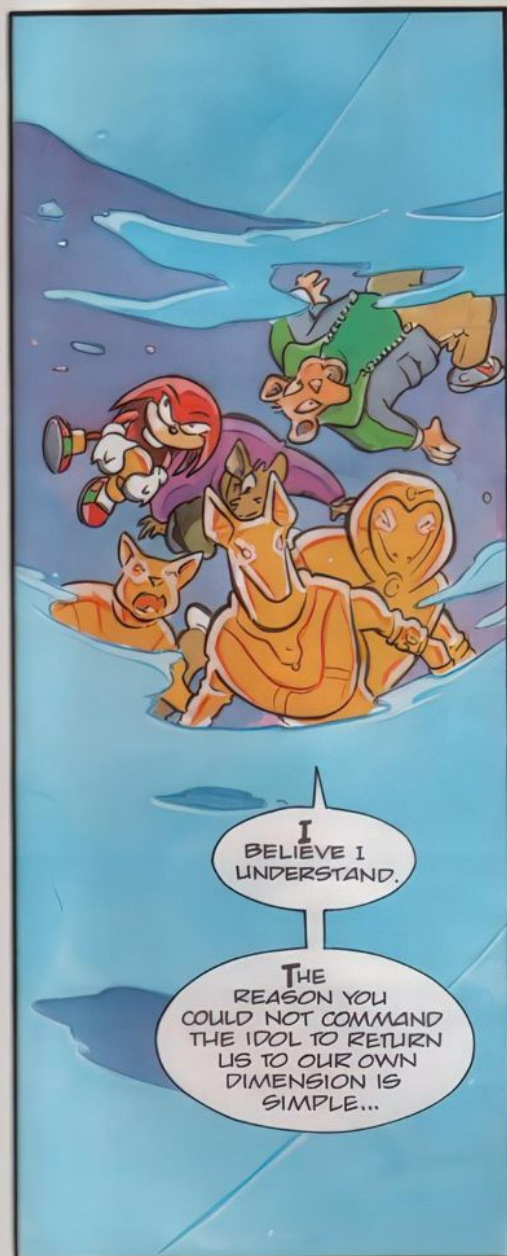
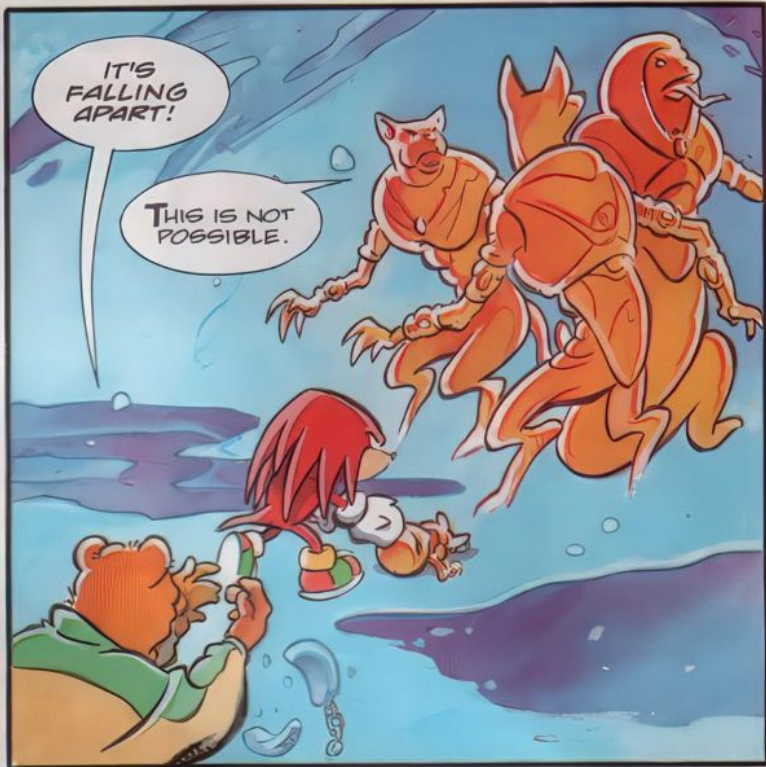
BUT NOTHING CAN STOP ME FROM TRYING!



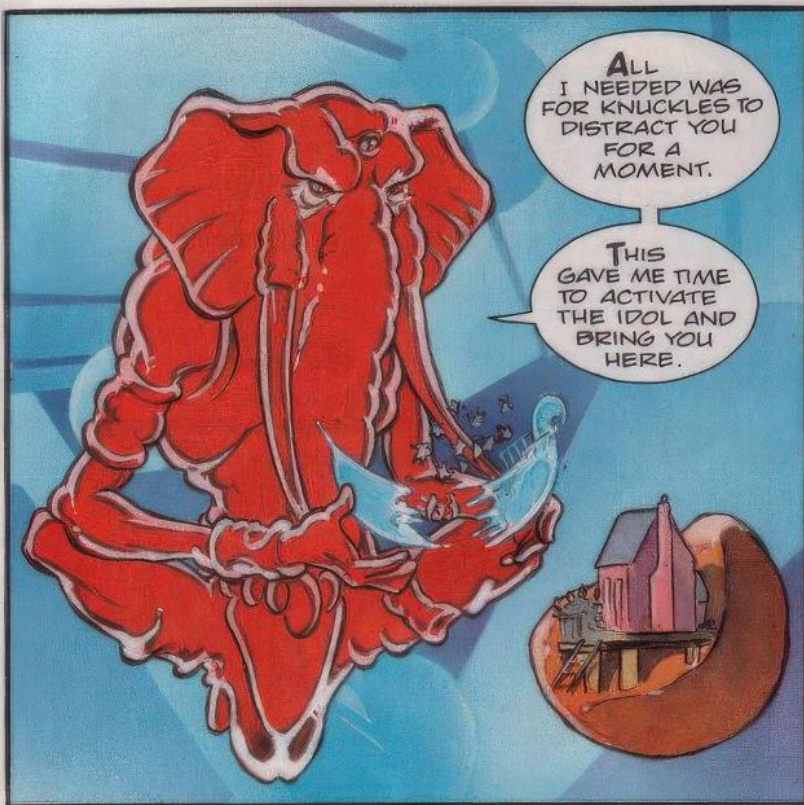
















ALL RIGHT KNUCKLES ME LAD, HAND OVER THE IDOL OF TANTARAGOR!

I DON'T HAVE IT, PLUNDER... I GUESS EKKLETOS DECIDED TO HANG ON TO IT!



WE HAD A DEAL! I GIVE YOU THE TRUNK FULL OF DOCUMENTS ABOUT THE FLOATING ISLAND AND YOU GET ME THE TANTARAGOR IDOL!

NO IDOL, NO DEAL!



I'VE HAD JUST ABOUT ENOUGH OF EE, PLUNDER, YOU BLUNDERING OAF! YOU MIGHT'VE GOT US ALL KILLED WITH YOUR TOM-FOOLERY!

ZORABEL... I FORGOT SHE WAS HERE!



I'M QUEEN AROUND HERE AN' WHAT I SES GOES!

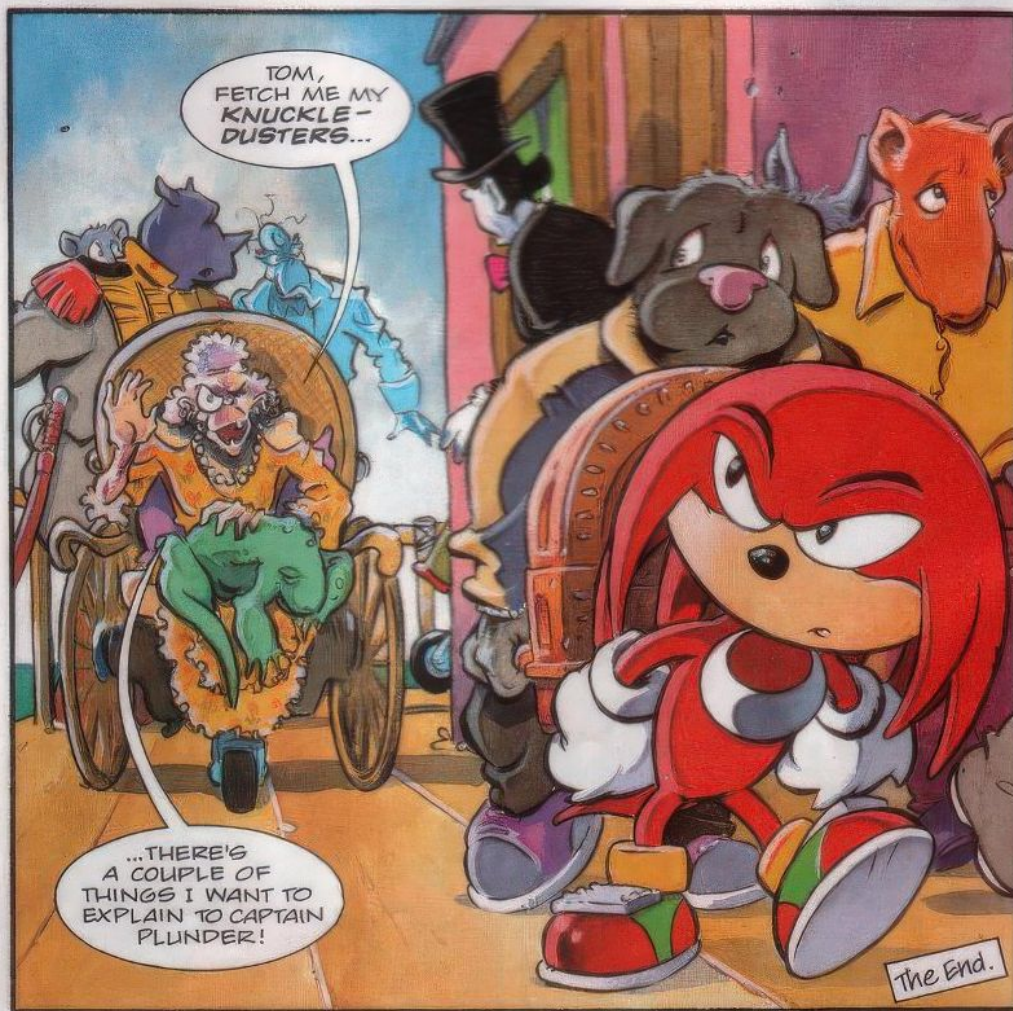
YES, BUT...

SHUT IT, PLUNDER!



TAKE THE TRUNK, KNUCKLES... YOU'VE EARNED IT!

YOU AN' THE PEOPLE THE TANTAROR IMPRISONED ARE FREE TO GO!



TOM, FETCH ME MY KNUCKLE-DUSTERS...

...THERE'S A COUPLE OF THINGS I WANT TO EXPLAIN TO CAPTAIN PLUNDER!

The End.

NEXT ISSUE: CRASHING BACK, THE CHAOTIK CREW!



# SEGA WORLD

## IS COMING ...

REPORT BY CHRISTOPHER JONES.

This August sees the opening of **Segaworld** at the Trocadero in Piccadilly Circus, London. Work is already well under way to create a next generation theme park, spread over an incredible seven floors and packed with cutting edge games technology.



Sega's first futuractive indoor theme park giving the public a taste of the future of games entertainment was the **Joypolis**, which opened in 1994 in Japan. This has been a huge success with around one million people visiting each year.

**Segaworld** will be a futuristic technological paradise in the heart of London. Upon entry you will be zoomed up to the top floor by rocket escalator and then you can work your way down the floors, encountering the uniquely themed levels containing special rides and interactive experiences. Some of the themed areas include the *Sports Area*, *Combat Zone*, *Race Track* and *Flight Deck*.



For example, if looking down on the '*Space Mission*' ride, your clothes will transform into a space suit! With a moving ride linked up to the projected images,

visitors will be able to interact with their surroundings.

The other five rides that will feature this exciting technology will be *Beast in Darkness*, *AS1-Simulator*, *Mad Bazooka*, *Ghost Hunt* and *Aqua Planet*. In fact, during tests on the *Aqua Planet*,

an under sea adventure, people actually held their breath because it seemed as though





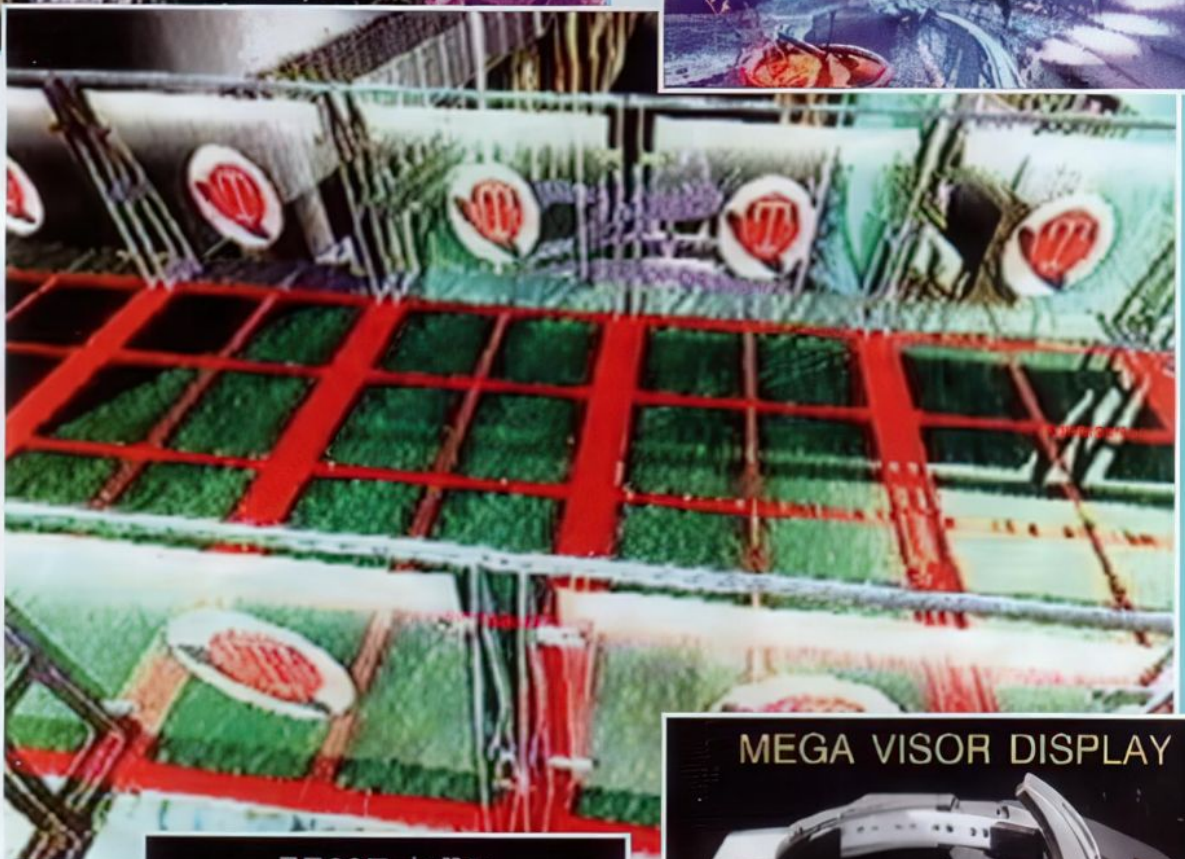


they were really under water! The thrill of these rides is obvious; each visitor will feel like their time in the game was totally original and directly related to them.

**Segaworld** is expected to cost about £10-£15 in admission and it is thought that the average time spent trying out all the rides will be about four to five hours ... Pretty thirsty work, but don't worry, there will be places to get food plus special Sega shops selling Sega goodies!

With one major new attraction set to open every year and new technological developments rapidly incorporated, **Segaworld** will be a continual out-of-this-world experience.

Watch out for more **Segaworld** news in *STC*.





# TAILS

## GROUND

Script: LEW STRINGER Art: ROB CORONA  
Colouring: GINA HART Lettering: TBM FRAME

COMPLETE  
NEW  
STORY

THE AQUATIC RUIN ZONE,  
ON PLANET MOBIUS. . .

SONIC SENT ME HERE TO INVESTIGATE  
RUMOURS OF A NEW BADNIK SEEN AROUND THE  
OLD RUINS, BUT NO SIGN OF ANYTHING YET!

ULP! LOOKS  
LIKE I SPOKE  
TOO SOON!

PITY SONIC, AMY AND JOHNNY  
AREN'T HERE TO HELP" BUT I  
SHOULD BE ABLE TO TACKLE  
THIS ON MY OWN, NO  
PROBLEM!

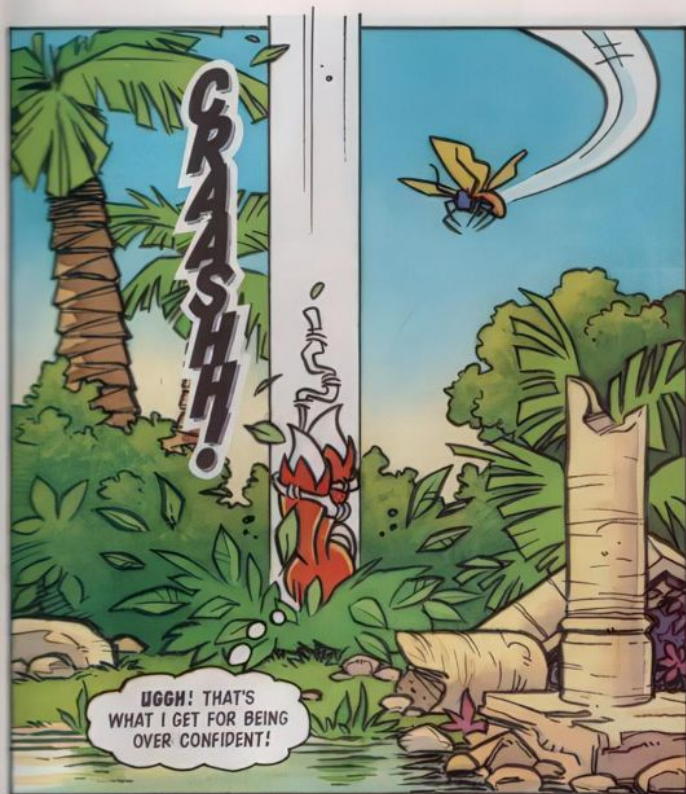
"THE REST OF THE GANG ARE IN  
THE METROPOLIS ZONE!  
SEE "SONIC'S WORLD" IN THIS  
ISSUE. — Megadroid.

FFSSSSSS!

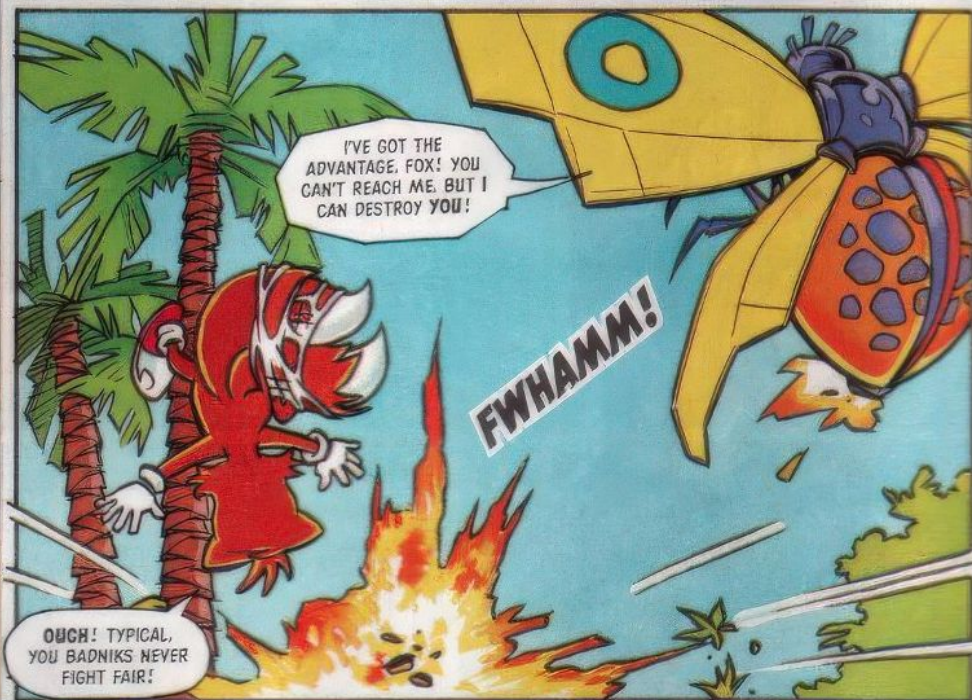
YEEK!

MY TAILS ARE  
TIED TOGETHER! CAN'T  
FLY! HELLLP!

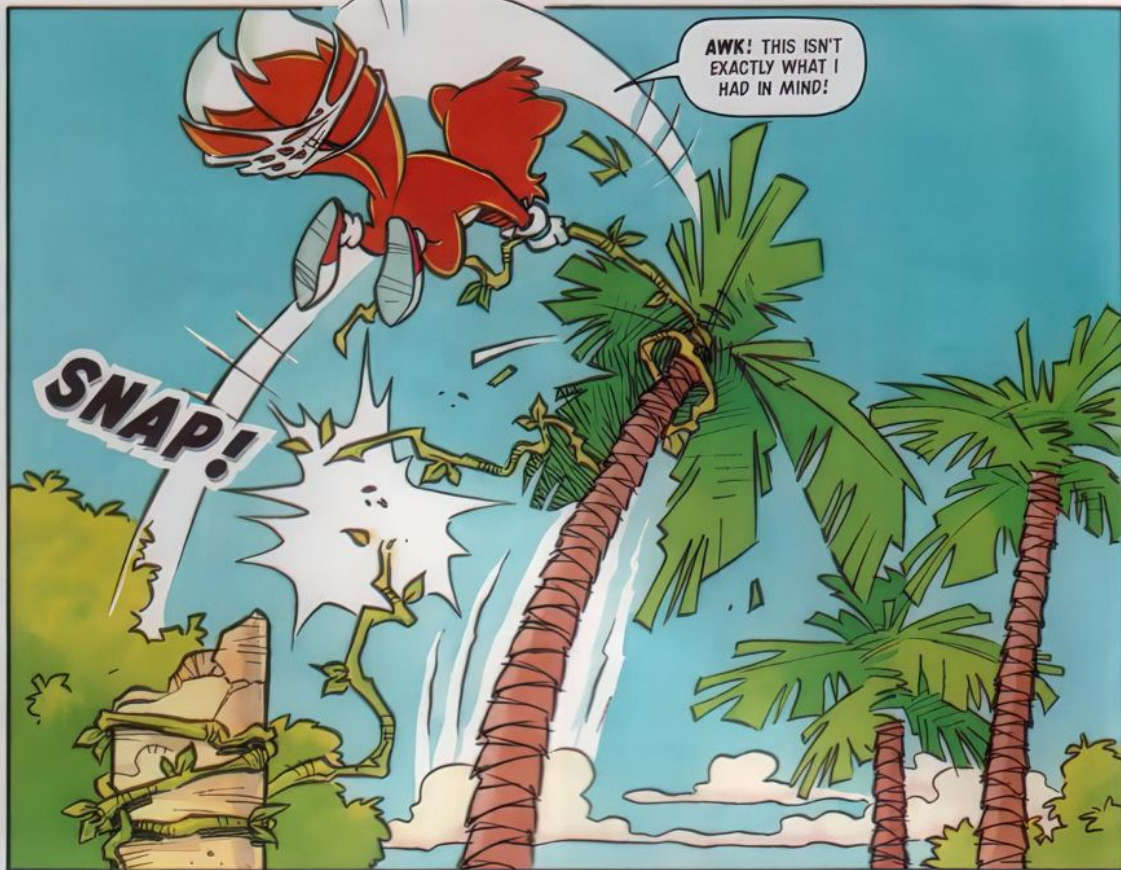












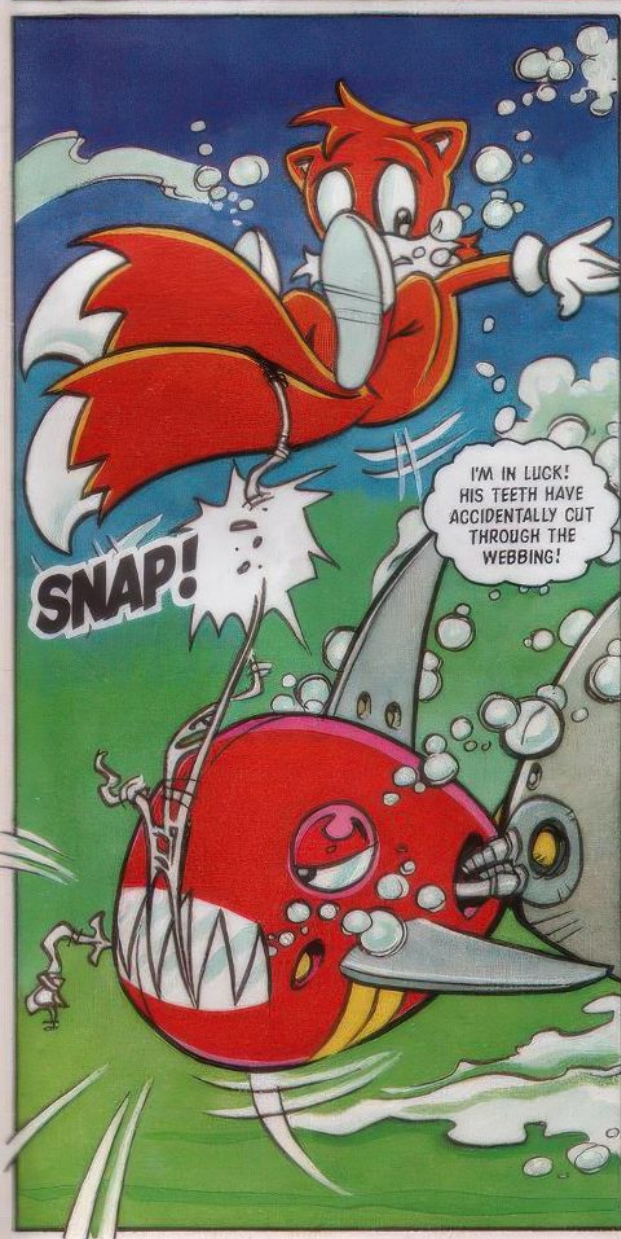




A MASHER  
BADNIK, WITH  
RAZOR-SHARP  
TEETH!



ULP! THIS WEBBING  
ON MY TAILS IS SLOWING  
ME DOWN! I CAN'T SWIM  
FAST ENOUGH TO ESCAPE!



SNAP!

I'M IN LUCK!  
HIS TEETH HAVE  
ACCIDENTALLY CUT  
THROUGH THE  
WEBBING!



FREE AT LAST!  
I CAN FLY AGAIN!



I'VE GOT TO REACH  
THE METROPOLIS ZONE  
TO HELP SONIC, AMY AND  
JOHNNY! IF WHAT THE  
SPIDER-MOTH SAID IS  
TRUE, THEY COULD BE IN  
BIG TROUBLE!

BUT TAILS WILL HAVE PROBLEMS OF  
HIS OWN TO DEAL WITH FIRST...  
NEXT ISSUE: FLEABYTE RETURNS!





# ZONE

*Q IS FOR QUESTION.*

*Q IS FOR QUERY.*

*Q IS FOR QUANDARY.*

**IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-**

**Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.**

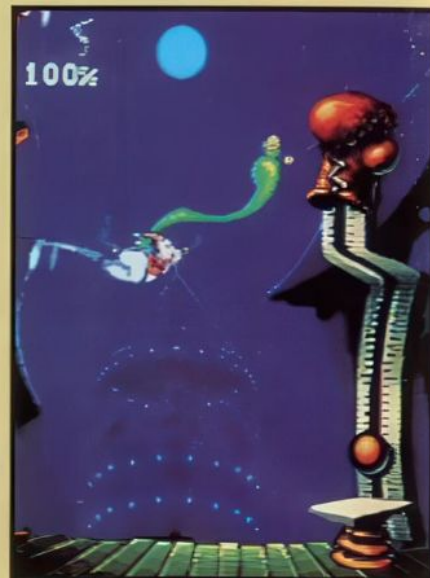
Here's a selection of codes and moves brought to you by Chris Jones.

## EARTHWORM JIM 2

PART 1



The worm with attitude is back, and all he needs is you to guide him through the many interesting levels. This is the best platform game ever to hit the Mega Drive - it's an original and fun game, full of flashes of genius. The smooth animation of Jim is top class and his battle to prevent the evil Psycrow from marrying Princess What's-Her-Name takes you to many wonderful places. "Tender" as Jim himself might say!



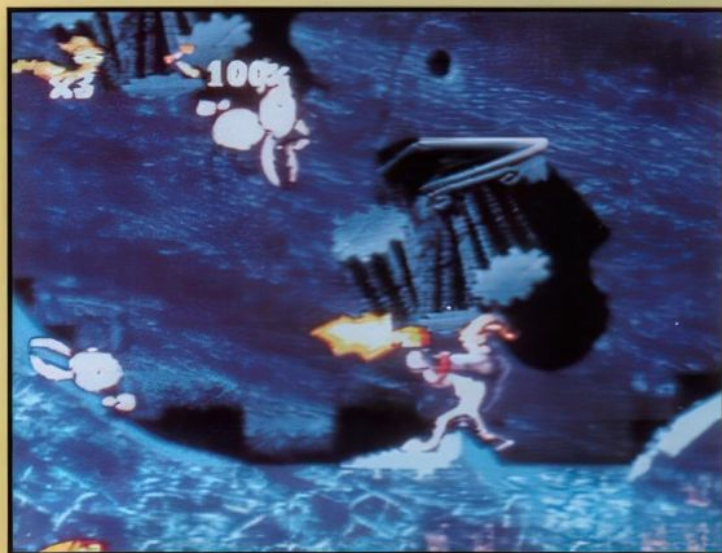
Remember, it takes practice to make the following information work, so keep trying and you'll get the fun you deserve. J Ellerey of London and Samuel Bridgett of Surrey, this is for you.

### LEVEL TIPS

#### ANYTHING BUT TANGERINES

To get past the lake, get a pig and put it on the slide before you try and cross the lake. Piggy will keep the bad guy busy. Remember, everything is reachable on this level. In general though, keep heading for the tops of the screen.





### LORENZO'S SOIL

Use your gun to crumble rock away in order to allow you to progress. Spray gunfire around to create more rock fall. Again, the finish is ultimately reached by heading up. The piles of fallen rock will always help you out.

### PUPPLY LOVE (LEVELS 3, 6 & 10)

Always go for the first pup thrown and follow the sequence. An attack by the dog will take 30% of your energy away. When the bomb appears, make sure you bounce it across. Three bombs home will let you progress.

### BLIND CAVE SALAMANDER

Follow the arrows to get to the gameshow round. Use the money worm cheat to get extra meal worms that will give you more questions in the quiz. Good luck with trying to get the crazy answers.



### CIRCUS OF SCARS

Avoid Evil the Cat who is flying around. Do not go on whatever spot he flies off the screen because that is where he comes back.

### THE FLYIN' KING

Bump your balloon to the end of the level and shoot it near the monster to move on. If soldiers cling onto your ship, turn around several times to dislodge them. Get to the end faster by using the rockets at the top of the screen to give you and the balloon a push.

### UDDERLY ABDUCTED

Get the Cows to their milking stations. Watch out for alien ships who want to steal your Fresians. And remember to dunk all the special Cow bombs in a vat of milk before the counter ticks out. Do this or allow it to be kidnapped and go off the screen with the alien, again before the timer runs out. Terrible consequences await if you fail here ... The homing gun and the whip can help break the cows free from the UFO's tractor beam.

### ISO 9000

Use the mice to start the machinery. Get past the filing cabinets with the help of draw number two.

### LEVEL ATE

The salt shaker is invincible but you can shoot it to make it back off. Failing this, find another target for it.

### SEE JIM RUN. RUN JIM RUN

No tips for the last level. Only those who "Think Jim, feel Jim and are Jim" will reach a state of Jimdom!



NEXT ISSUE: EARTHWORM JIM 2 CHEATS (AND MORE).



# SONIC'S WORLD *Revolution*

NEW  
STORY

Part 1

Script: LEW STRINGER Art: NIGEL KITCHING  
Colouring: JOHN M BURNS Lettering: TOM FRAME

EVERY NOW AND THEN, **DOCTOR ROBOTNIK** UNLEASHES A **BADNIK** ATTACK ON THE CITIZENS OF THE **METROPOLIS ZONE**. . .

. . .JUST TO REMIND THEM WHO'S IN CHARGE!

INCOMING!

YIKES! IT'S TIME I MOVED TO A SAFER TOWN!

BUT THERE ARE NO SAFE AREAS ON MOBIUS!

HELP! WHERE'S SONIC WHEN WE NEED HIM?

STAY COOL, DUDES! WHEN HAVE I EVER LET YOU DOWN?

SONIC!

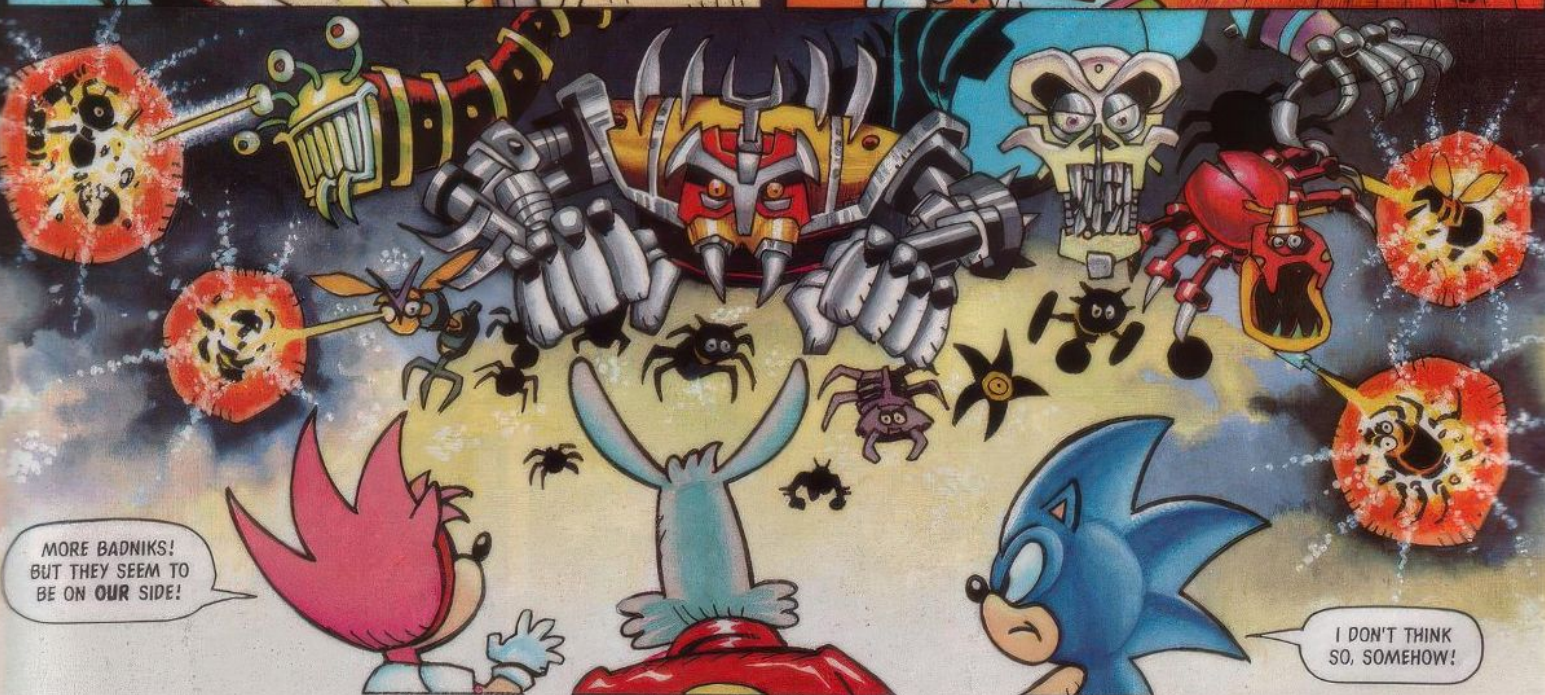
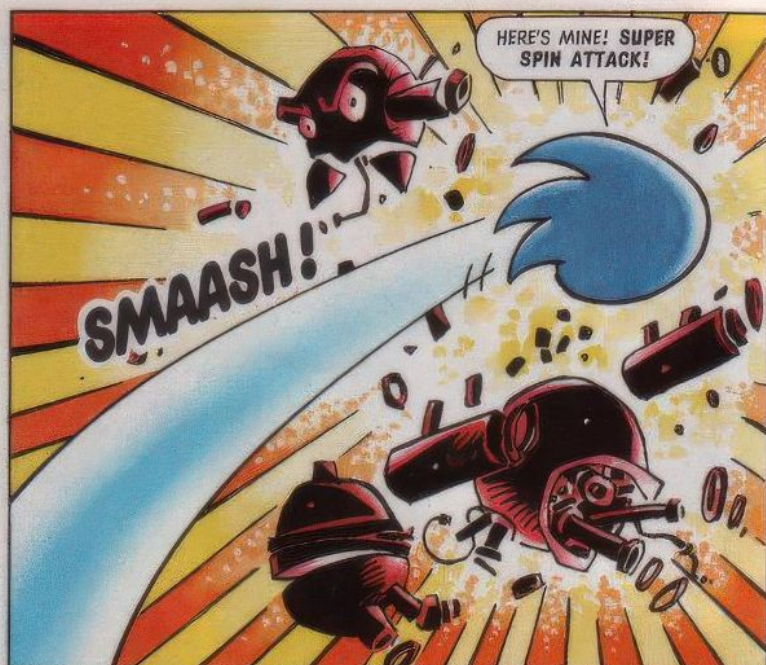
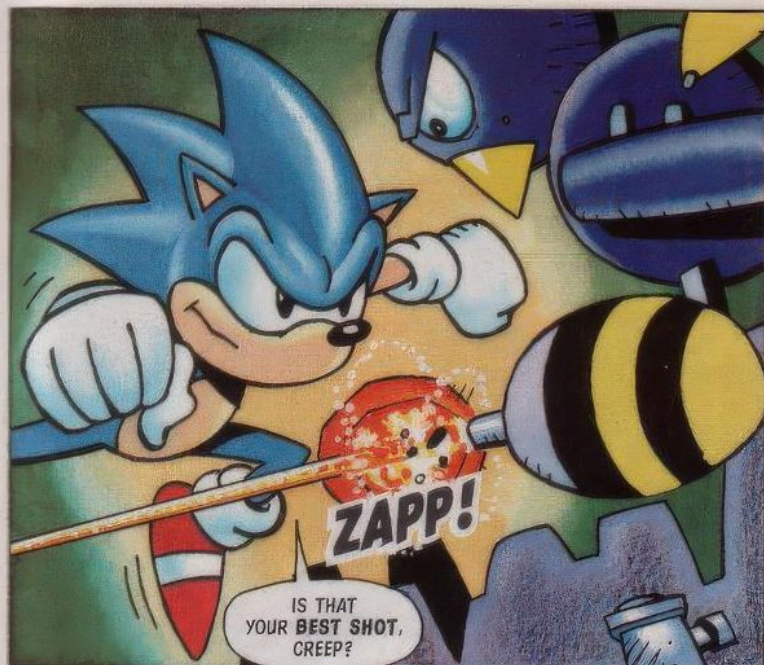
WHAT ABOUT AMY AND JOHNNY?

THERE'S NEVER A DULL MOMENT IN THIS ZONE!

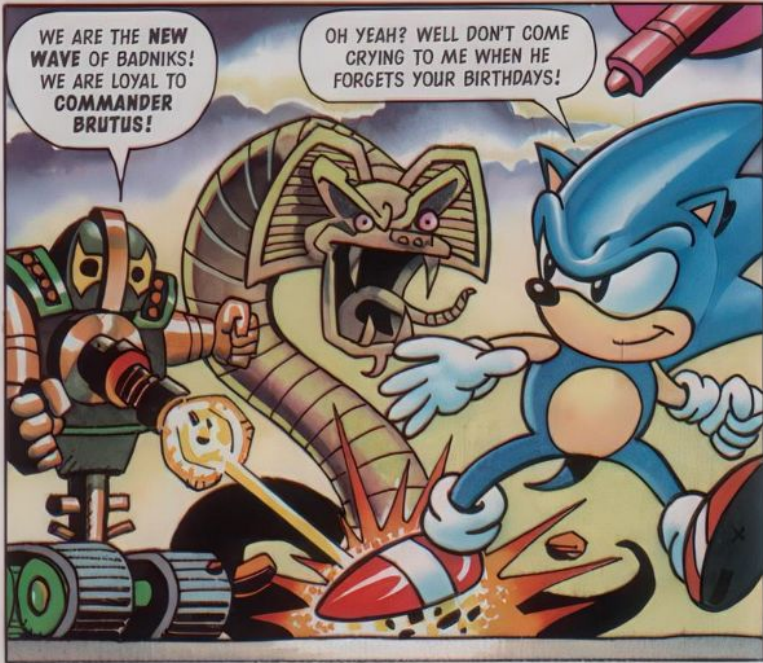
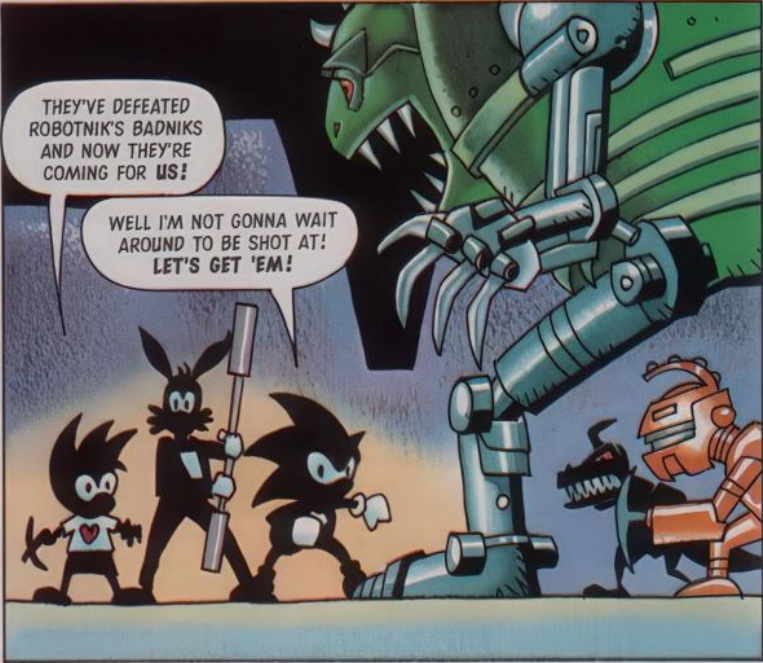
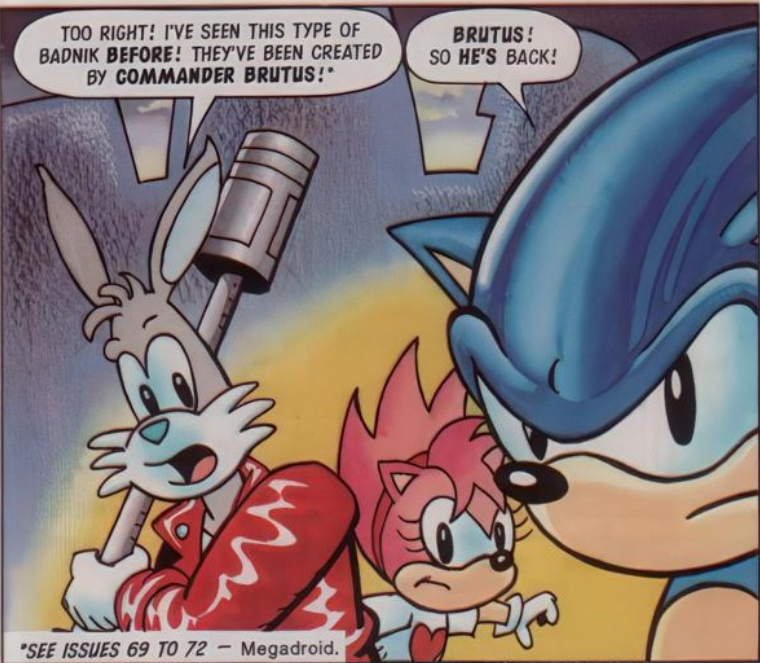
ZAP!

THAT'S THE WAY I LIKE IT, AMY! I GET **BORED** WITHOUT A DAILY WORKOUT!

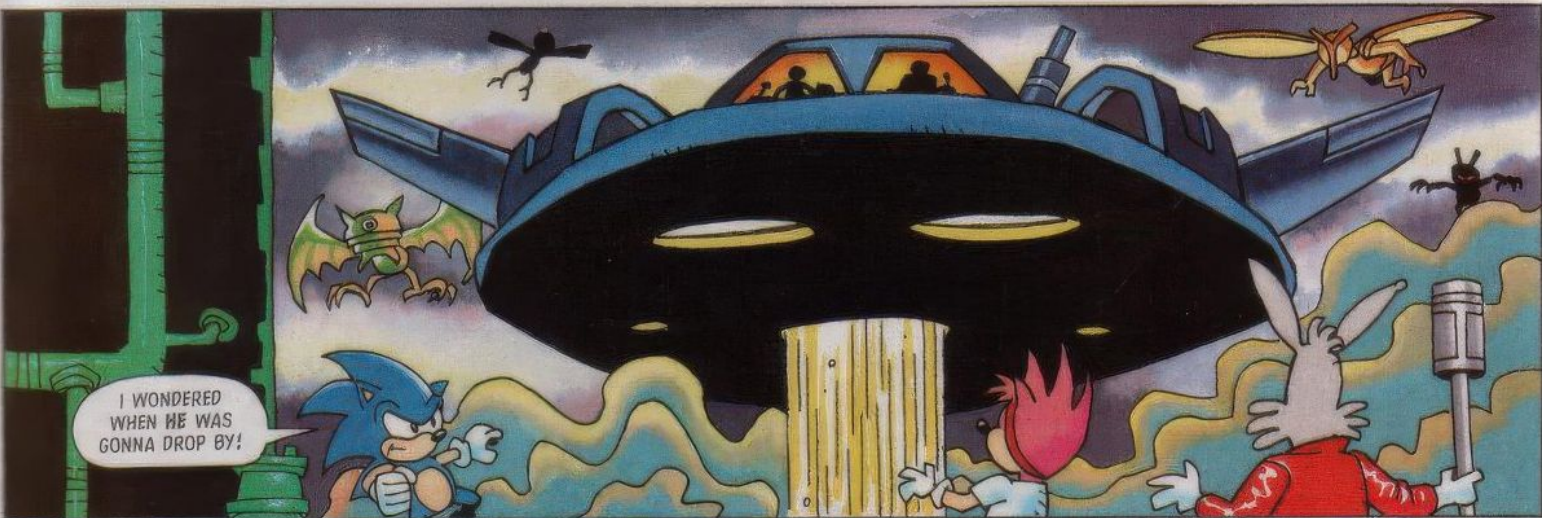












I WONDERED WHEN HE WAS GONNA DROP BY!



COMMANDER BRUTUS!

AFTER MONTHS OF PLANNING, THIS IS THE DAY OF REVOLUTION! THE DAY I CONQUER MOBIUS!

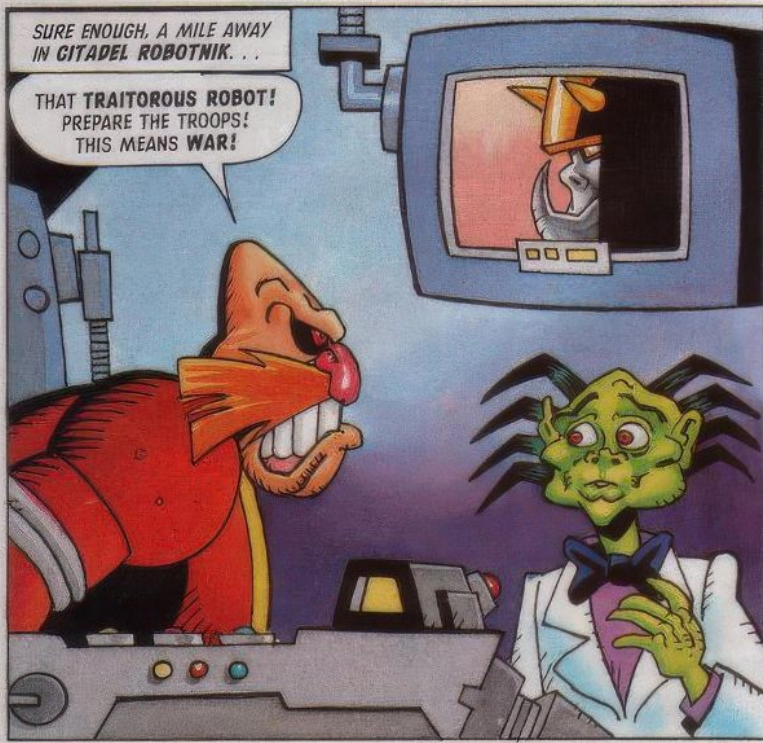
AND I REFUSE TO BE STOPPED BY TWO HEDGEHOGS AND A SKINNY RABBIT!



I'M NOT SKINNY! I'M JUST ATHLETIC!

ROBOTNIK BUILT BRUTUS TO HELP HIM, BUT NOW HE WANTS TO TAKE OVER!

I'LL BET OLD EGG-BREATH ISN'T TOO HAPPY ABOUT THAT!



SURE ENOUGH, A MILE AWAY IN CITADEL ROBOTNIK...

THAT TRAITOROUS ROBOT! PREPARE THE TROOPS! THIS MEANS WAR!



IF I THOUGHT LIFE WOULD BE BETTER IF YOU RULED MOBIUS, I'D HELP YOU DEFEAT ROBOTNIK. BUT I'VE A FEELING IT'D BE TEN TIMES WORSE!

ONLY TEN TIMES WORSE! I INTEND TO INCREASE POLLUTION LEVELS TO DESTROY ALL NON-ROBOT LIFE FORMS!

SKDANNG!

FOOL! HAVE YOU FORGOTTEN THAT YOU CAN ONLY DAMAGE ME WHEN YOU'RE SUPER-SONIC?

THAT ONLY HAPPENS WHEN I LOSE MY COOL - BUT IT'LL BE WORTH IT TO TAKE YOU DOWN, CREEP!

YOU WON'T GET THE CHANCE, SPIKEBALL! I'VE UPGRADED MY BLASTER TO MATCH YOUR SPEED!

VAMM!

UGGH!

SONIC!

THE FIGHT IS FINISHED, OUTLAWS! YOU ARE MY PRISONERS!

SONIC THE HEDGEHOG IS DEFEATED. . . NOW NO-ONE CAN STOP ME!

NEXT ISSUE: BRUTUS RULES?

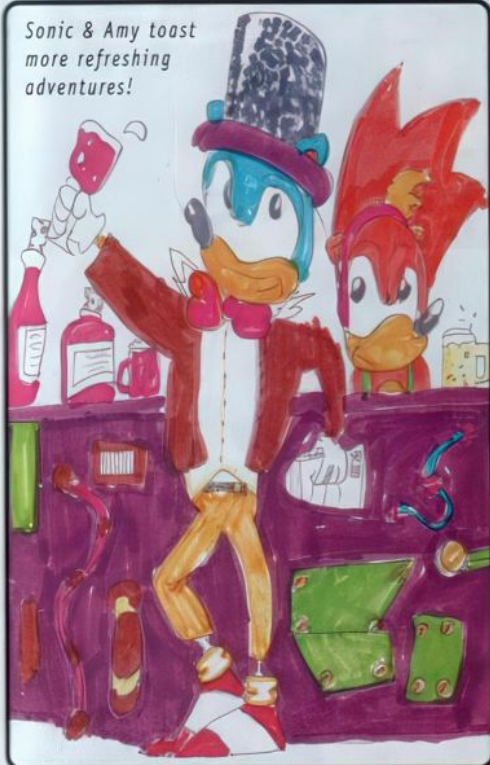




**EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.**

**... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).**

Sonic & Amy toast  
more refreshing  
adventures!



Jack Wilson, Avonbridge, Scotland.  
Sonic & Knuckles Camera Winner.

## TWIST YER ARMADILLO

Dear Megadroid,

I have pin-ups of all the  
Chaotix Crew, except for Mighty the  
Armadillo. Why not do me a favour  
and print one of him, otherwise I'll  
come round and bust your circuits!

Aden Carlile,  
Newbold, Chesterfield.  
Sonic & Knuckles Camera Winner.



Lucky for you Aden,  
you've caught me on a  
day when my circuits  
have just been oiled. As  
I'm feeling rather generous and am  
prepared to overlook the fact that you  
forgot to say please, there'll be a  
Mighty pin-up in STC 80.

## YELLOW WISH!

Dear Megadroid,

I would like to see more of  
the Super Sonic character in your  
stories, where Sonic changes his  
colour.

Michael Toomey, Sittingbourne,  
Kent. MD2 owner.  
Sonic & Knuckles Camera Winner.



You won't have long to  
wait, Michael. Check out  
next issue's STC for the  
start of a new three  
parter, featuring Super Sonic, called  
The Fury.

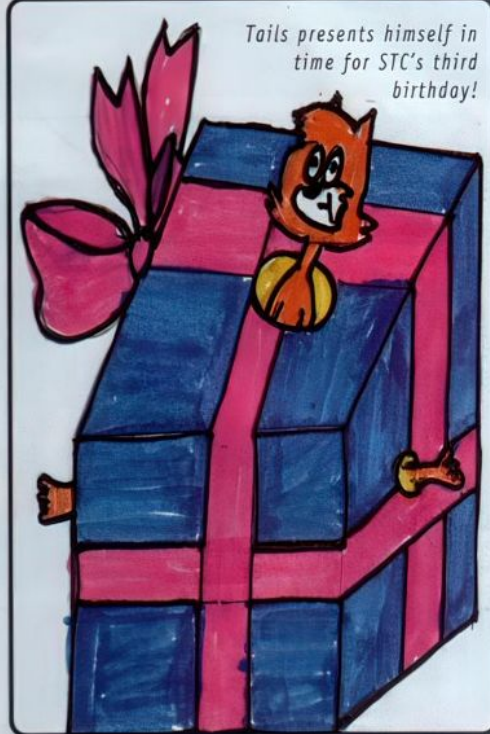
**EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA SONIC & KNUCKLES  
DISPOSABLE CAMERA,  
COMPLETE WITH 27 FULL-COLOUR  
FUJI EXPOSURES.**



Send your e-mail  
messages to:

**stc@egmont.co.uk**

Be sure to include your snail mail (postal)  
address if you want to win a prize!



Tails presents himself in  
time for STC's third  
birthday!

Holly Chatwin, Boroughbridge, N Yorks.  
Sonic & Knuckles Camera Winner.

## WHO'S WHO!

Dear Megadroid,

What are the names of the  
three Freedom Fighters - the bumble  
bee, the porcupine with the horn,  
and an alligator?

Charles Large, Wilmslow, Cheshire.  
Sonic & Knuckles Camera Winner.

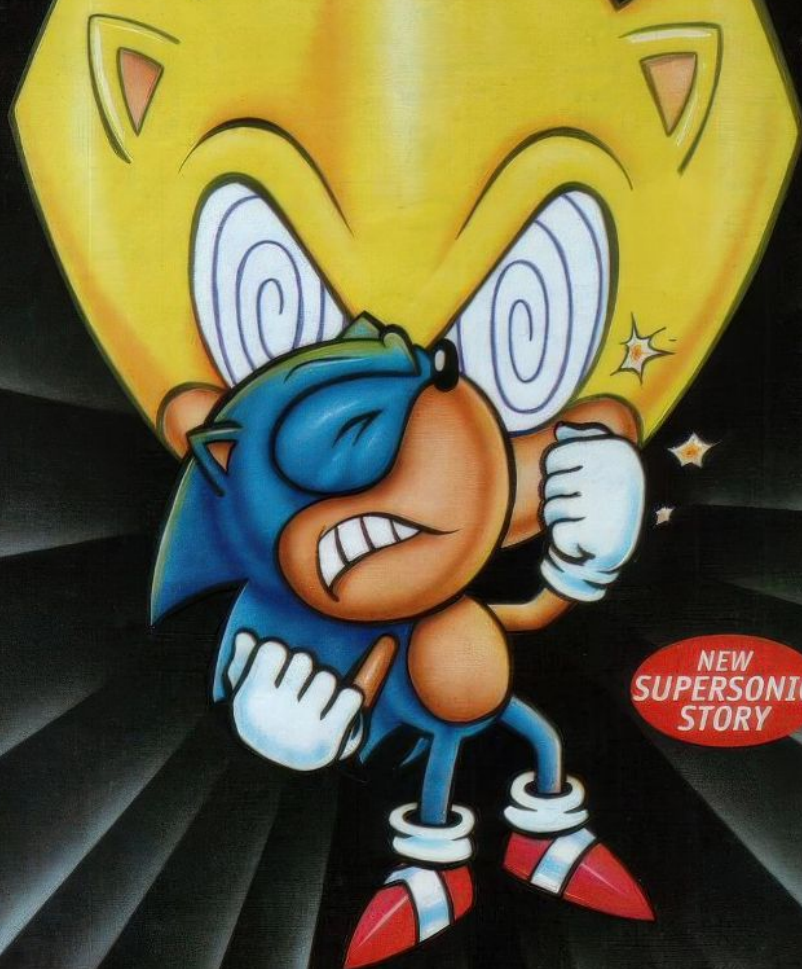


Pay attention now,  
Charles. The three  
Freedom Fighters are  
Amy, Johnny and Porker  
(although Porker has since moved to  
Knuckles' Floating Island). The  
descriptions you give are for the  
Chaotix Crew who include Charmy Bee,  
Espio the Chameleon and Vector the  
Crocodile. The fourth member is  
Mighty the Armadillo.



# NEXT ISSUE

## SONIC SEETHES YELLOW!



NEW  
SUPERSONIC  
STORY

NEW  
TWO-PART  
STORY

**CHAOTIX CREW!**  
FUNDAMENTAL FOUR!

COMPLETE  
STORY

**TAILS!**  
FLEA-BITTEN AGAIN!

**SONIC'S WORLD!**  
BATTLES, BADNIKS & BRUTUS!

PLUS

**MIGHTY THE  
ARMADILLO**  
PIN-UP!

**EARTHWORM  
JIM 2**  
Q ZONE!

**STC 80**

**ON SALE WEDNESDAY, 12 JUNE '96**

**£1.20**

# DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 79



%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.

